

# SPDX with Yocto Project

June 2th, 2015

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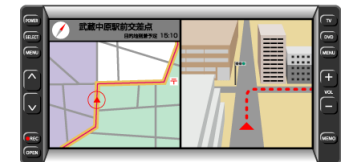
# LINUX 4.0 anniversary T-shirt

FUJITSU



FUJITSU supports KAWASAKI FRONTALE football club,  
FUJITSU supports LINUX 4.0!

- Working for Fujitsu from 2007
- 2 years experience in Yocto related development
- In-House Embedded Linux Distributor of Fujitsu
- Our Distribution includes LTSI Kernel and is built with Yocto Project
- Our Distribution is used for
  - IVI
  - Server System Controller
  - Storage System
  - Network Equipment
  - Printer
  - etc.



## Introduction of SPDX

- What SPDX is
- Who are working for SPDX
- The current status of SPDX Specification

## A Case of study about FOSSology-SPDX&Yocto+SPDX

- FOSSology Website
- Generate SPDX File from Command Line
- Construct Private FOSSology-SPDX
- Yocto+SPDX works with FOSSology-SPDX
- SPDX Tools

## Contribution to Yocto+SPDX Project

- What we have done
- Plan of Next-step

# Introduction of SPDX

- What SPDX is
- Who are working for SPDX
- The current status of SPDX Specification



## What SPDX is

- The full name of SPDX is **Software Package Data Exchange**, which is a standard format for communicating the components, licenses and copyrights associated with a software package.

## Vision

- To help reduce redundant work in determining software license information and facilitate compliance.



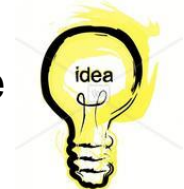
OSS developers, Distro Vendors, OSS users must know the license of the OSS software clearly. So we have problems as below.

- How to determine whether a OSS is a **License-Mixed one**.
- It's will be a big project to determine **lots of OSS** what we provided.



Yocto Project provides the recipe including license information, **but** it's still not enough, because it's hard to maintain license information while the license of whole or part of OSS is changed.

SPDX will be a good solution, if a SPDX implementation can generate SPDX file including license information automatically.



# Who are working for SPDX

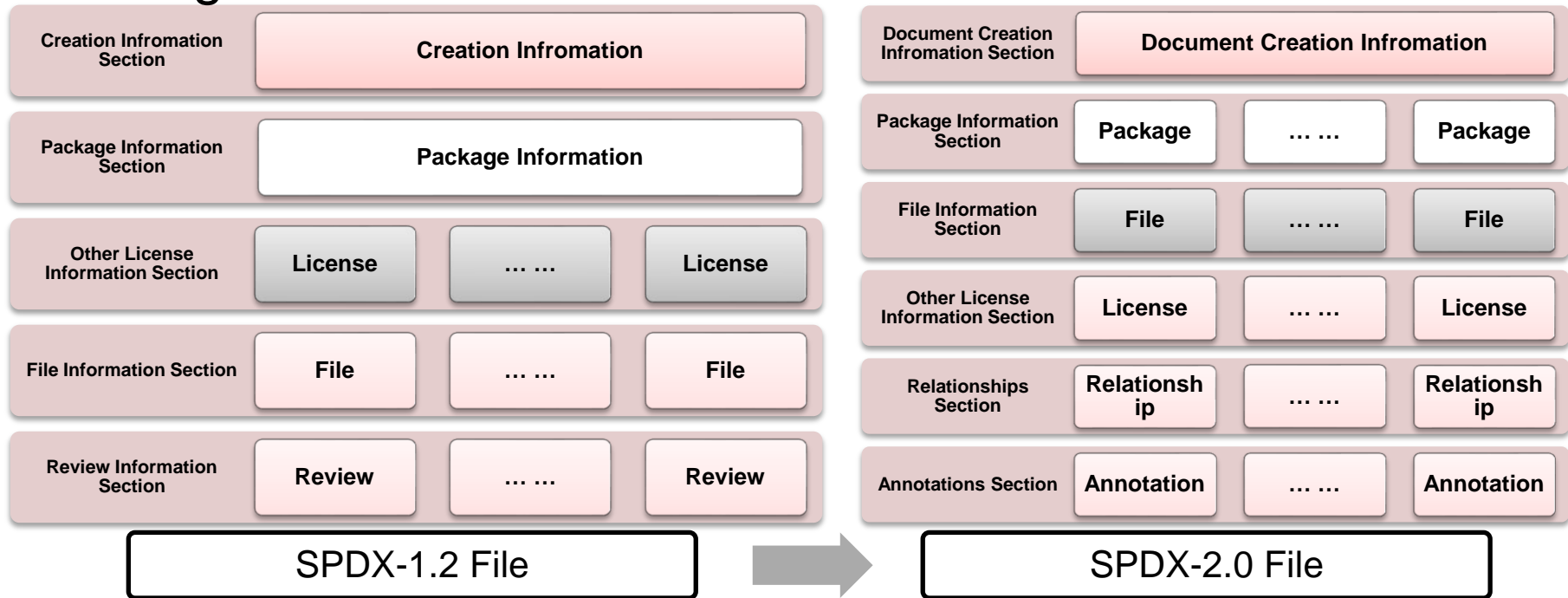
## SPDX WG and 3 Teams



# The current status of SPDX Specification

- Specification 2.0 Released

- Changed from 1.2



- Multiple packages can be merged into one SPDX document
- Relationships section describes what's relationship between two SPDX elements

**Obtain details from**

- <http://spdx.org/SPDX-specifications/spdx-version-2.0>

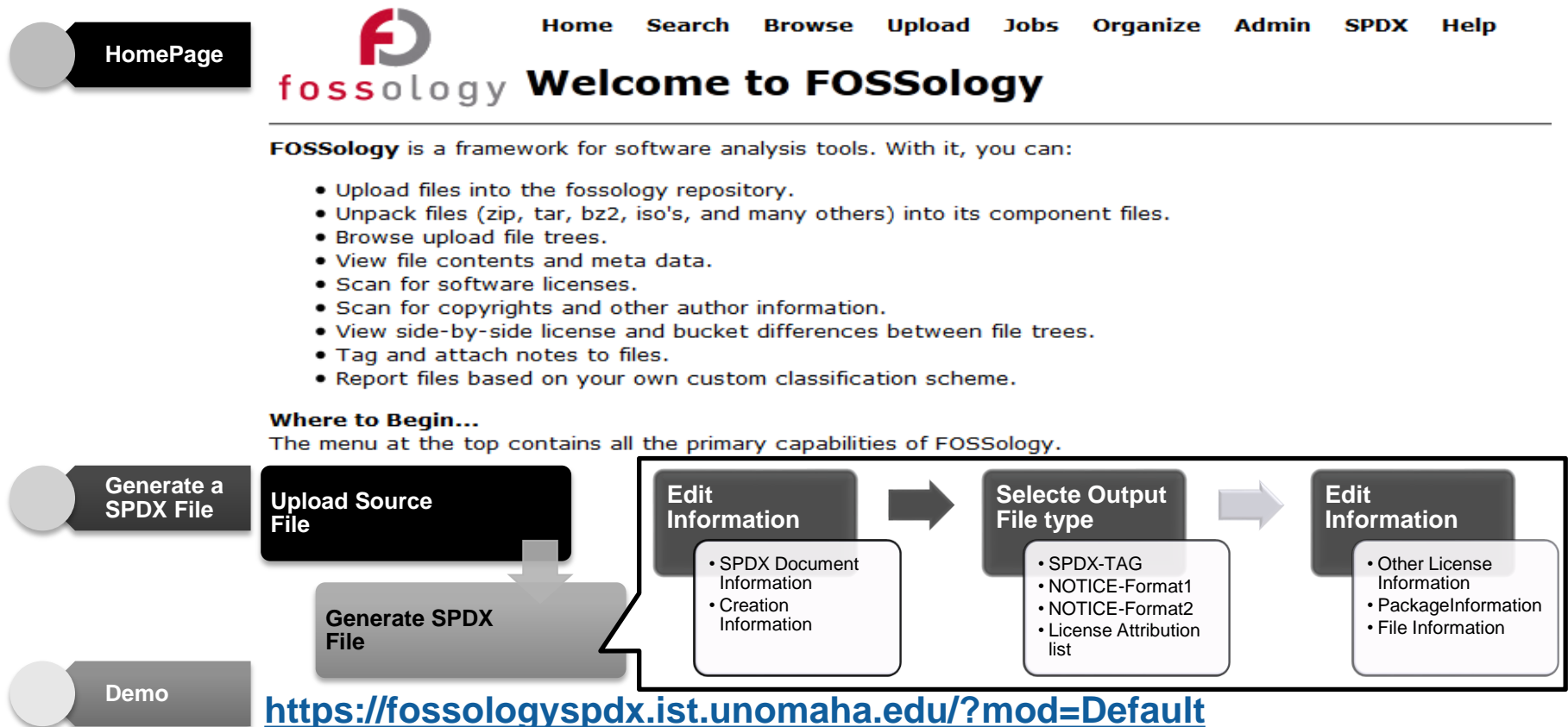


# A Case of study about FOSSology-SPDX&Yocto+SPDX

- FOSSology Website
- Generate SPDX File from Command Line
- Construct Private FOSSology-SPDX
- Yocto+SPDX works with FOSSology-SPDX
- SPDX Tools

- FOSSology is a framework for software analysis tools, and FOSSology-SPDX is a module of FOSSology, used as a SPDX implementation.

- You can study FOSSology from [Website](#)



The screenshot shows the FOSSology website's homepage. At the top is a navigation bar with links: Home, Search, Browse, Upload, Jobs, Organize, Admin, SPDX, and Help. Below the navigation bar is the FOSSology logo and the text "Welcome to FOSSology". A list of capabilities is provided, followed by a "Where to Begin..." section. A workflow diagram is overlaid on the bottom half of the page, showing the process from generating a file to editing information.

**Home** **Search** **Browse** **Upload** **Jobs** **Organize** **Admin** **SPDX** **Help**

**fossology** **Welcome to FOSSology**

**FOSSology** is a framework for software analysis tools. With it, you can:

- Upload files into the fossology repository.
- Unpack files (zip, tar, bz2, iso's, and many others) into its component files.
- Browse upload file trees.
- View file contents and meta data.
- Scan for software licenses.
- Scan for copyrights and other author information.
- View side-by-side license and bucket differences between file trees.
- Tag and attach notes to files.
- Report files based on your own custom classification scheme.

**Where to Begin...**  
The menu at the top contains all the primary capabilities of FOSSology.

**Generate a SPDX File** → **Upload Source File** → **Generate SPDX File** → **Edit Information** → **Selecte Output File type** → **Edit Information**

**Edit Information**

- SPDX Document Information
- Creation Information

**Selecte Output File type**

- SPDX-TAG
- NOTICE-Format1
- NOTICE-Format2
- License Attribution list

**Edit Information**

- Other License Information
- PackageInformation
- File Information

**Demo**

<https://fossologyspdx.ist.unomaha.edu/?mod=Default>

- Create a project including two files with different license.

## # cat helloworld.c

```
/* This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License
 * as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version. */
#include <stdio.h>
extern void saybye();
int main(int argc, char *argv[])
{
    printf("Hello World!\n");
    saybye();
    return 0;
}
```

## # cat saybye.c

```
/*Copyright (c) The Regents of the University of California.
 *All rights reserved.
 *Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following
 * conditions are met:
 *1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.
 *2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the
 * documentation and/or other materials provided with the distribution.
 *3. Neither the name of the University nor the names of its contributors may be used to endorse or promote products derived from
 * this software without specific prior written permission. */
#include <stdio.h>
void saybye()
{
    printf("Good bye!\n");
}
```

```
# tar cvf helloworld.tar helloworld.c saybye.c
```

```
# curl https://fossologyspdx.ist.unomaha.edu/ -k -F "mod=spdx_license_once" -F "jsonOutput=false" \
-F "fullSPDXFlag=true" -F "packageNameInLog=helloworld" -F "file=@helloworld.tar" -o helloworld.spdx
```

## Obtain detail from

- <https://github.com/spdx-tools/fossology-spdx/wiki/Fossology-SPDX-Web-API#web-api>
- [http://www.fossology.org/projects/fossology/wiki/Using\\_FOSSology\\_from\\_the\\_Command\\_Line](http://www.fossology.org/projects/fossology/wiki/Using_FOSSology_from_the_Command_Line)

- Check spdx file generated by FOSSology-SPDX

```
# cat helloworld.spdx
SPDXVersion: SPDX-1.1
DataLicense: CC0-1.0
DocumentComment: <text></text>

## Creation Information
Creator: Tool: FOSSology+SPDX command line
Created: 2015-05-20T03:38:56Z
CreatorComment: <text></text>

## Package Information
PackageName: helloworld
PackageVersion:
PackageDownloadLocation: NOASSERTION
PackageSummary: <text></text>
PackageFileName:
PackageSupplier: NOASSERTION
PackageOriginator: NOASSERTION
PackageChecksum: SHA1: 911e9b3652b0cd9e3650babfc02d07e6f2062eb7
PackageVerificationCode: abbc81d91a96e2b8006a33d0276ee23e61cd27a0(excludes: *.spdx)
PackageDescription: <text></text>

PackageCopyrightText: <text>NOASSERTION</text>

PackageLicenseDeclared: (GPL-2.0+ and BSD-3-Clause)
PackageLicenseConcluded: NOASSERTION
PackageLicenseInfoFromFiles: GPL-2.0+
PackageLicenseInfoFromFiles: BSD-3-Clause
PackageLicenseComments: <text></text>

## File Information

FileName: helloworld.c
FileType: SOURCE
FileChecksum: SHA1: b4faa19e022314a71707d6c6e7bddbaa7167569f
LicenseConcluded: NOASSERTION
LicenseInfoInFile: GPL-2.0+
FileCopyrightText: <text>NONE</text>

FileName: saybye.c
FileType: SOURCE
FileChecksum: SHA1: 09512fc5b0e88a51651df49cc979ec0759a7e5eb
LicenseConcluded: NOASSERTION
LicenseInfoInFile: BSD-3-Clause
FileCopyrightText: <text>NONE</text>

## License Information
```

- Construct your private FOSSology Server

## Prerequisites

- **Supported OS**
  - Debian, Ubuntu, Fedora, RHEL/CentOS
- **Disk space**
  - A filesystem with enough disk space (**300M for a Distro**)

## Install & Configure

### Requirement

- Postgresql
- Apache2
- PHP



### FOSSology-SPDX

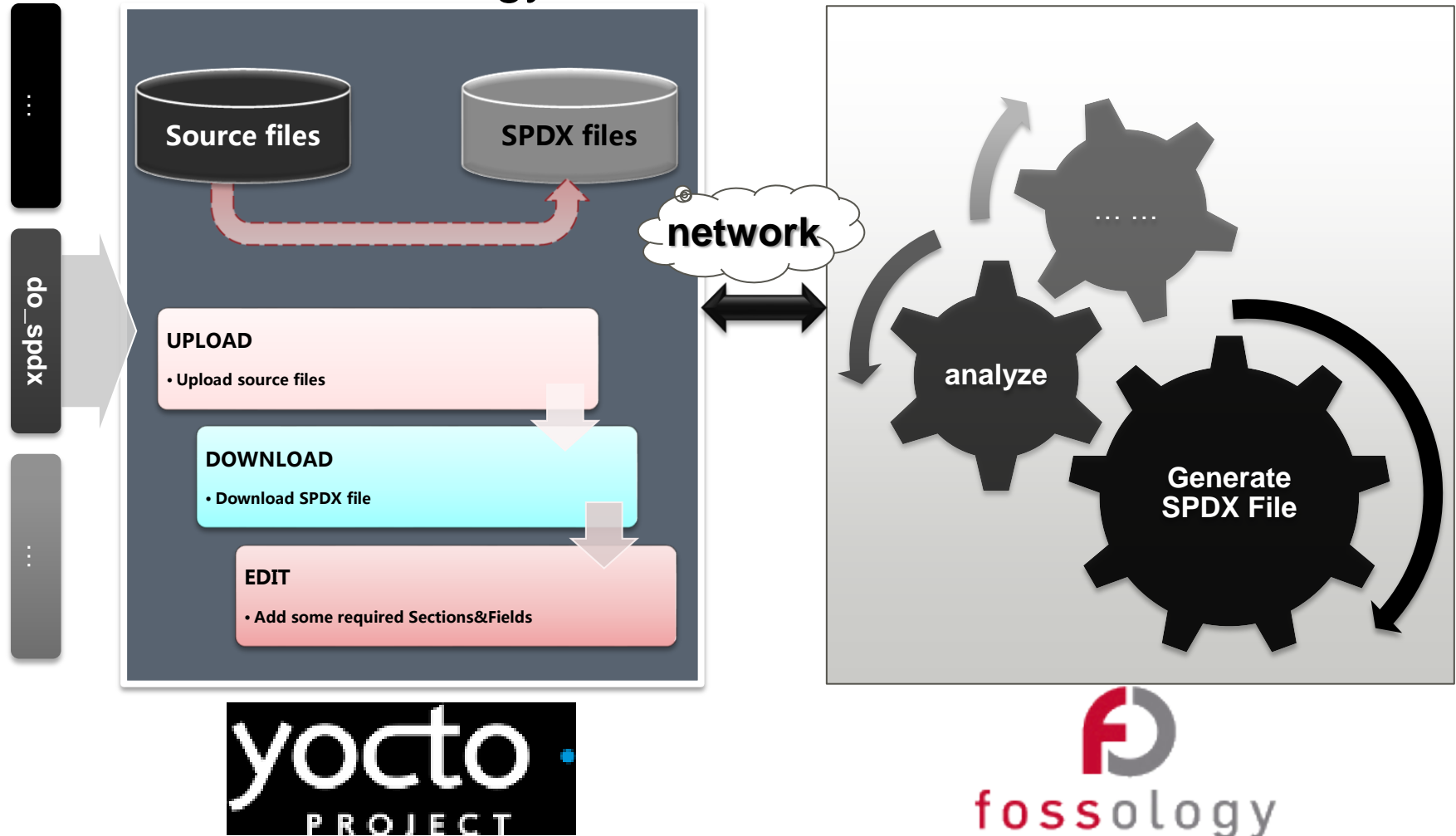
- FOSSology
- FOSSology-SPDX Module

### Obtain detail from

- [http://www.fossology.org/projects/fossology/wiki/Sysadmin\\_Documentation](http://www.fossology.org/projects/fossology/wiki/Sysadmin_Documentation)

# Yocto+SPDX works with FOSSology-SPDX(1/3)

- Yocto+SPDX is a module of Yocto Project. It is implemented based on FOSSology-SPDX.





## • Configure Yocto+SPDX

### Filesystem

- **SPDX\_MANIFEST\_DIR**

- SPDX file will be stored here, so make sure the disk space is enough. It will be overwritten by local.conf

### SPDX Format information

- **SPDX\_VERSION**

- SPDX Specification Version. Please obtain detail from SPDX Specification.

- **DATA\_LICENSE**

- Data license. Please obtain detail from SPDX Specification.

### FOSSOLOGY-SPDX

- **FOSS\_COPYRIGHT**

- Option of FOSSOLOGY Command **noCopyright**. Obtain detail from: <https://github.com/spdx-tools/fossology-spdx/wiki/Fossology-SPDX-Web-API#web-api>

- **FOSS\_RECURSIVE\_UNPACK**

- Option of FOSSOLOGY Command **recursiveUnpack**. Obtain detail from: <https://github.com/spdx-tools/fossology-spdx/wiki/Fossology-SPDX-Web-API#web-api>

- **FOSS\_SERVER**

- FOSSologySPDX instance server . E.g., using a private FOSSology server in localhost.  
FOSS\_SERVER ?= "http://127.0.0.1/repo/?mod=spdx\_license\_once"

- **FOSS\_WGET\_FLAGS**

- Parameter of wget. E.g.,  
FOSS\_WGET\_FLAGS = "-qO - --no-check-certificate --timeout=0"

# Yocto+SPDX works with FOSSology-SPDX(3/3)

- Generate SPDX File from Yocto building.

## ④ Start building

- # cd [build\_dir]
- # bitbake recipe/image

## ③ Edit local.conf

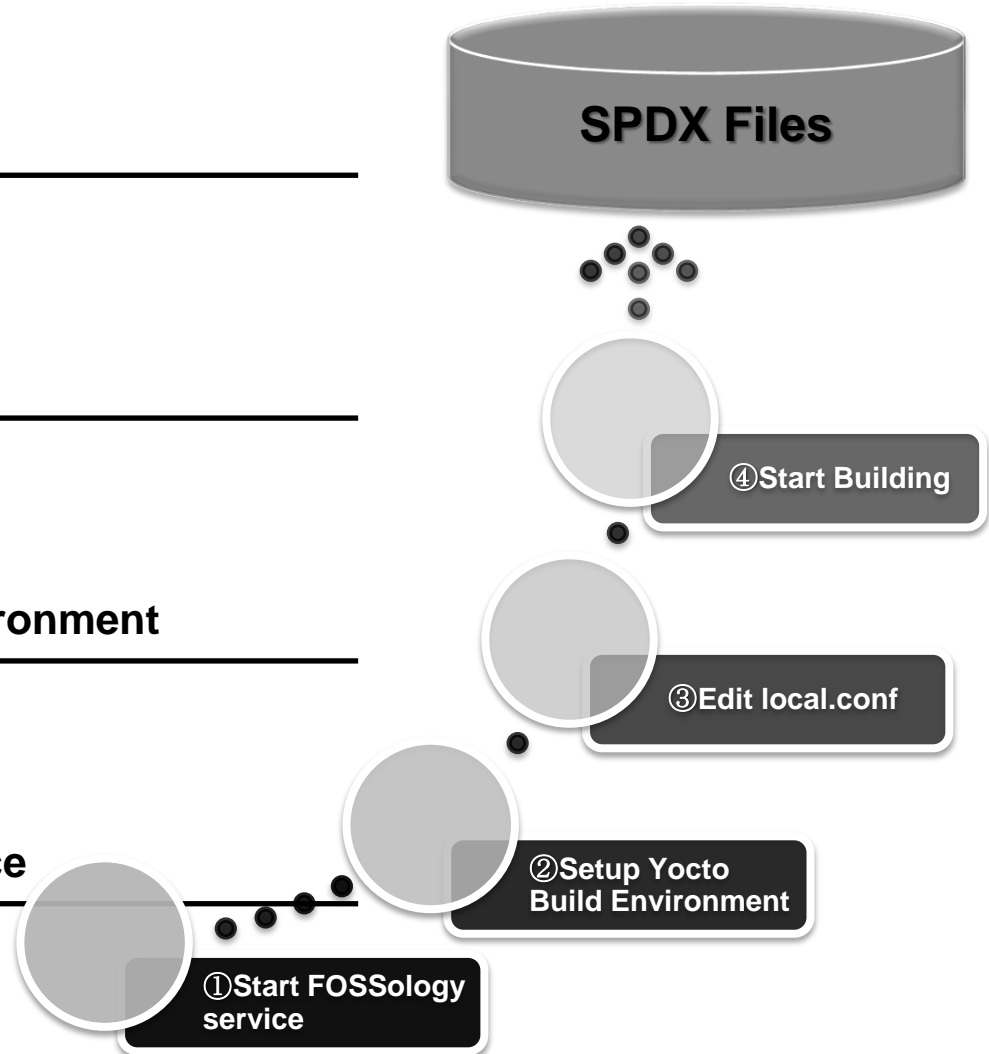
- # cd [build\_dir]
- # tail -n 2 conf/local.conf  
SPDX\_MANIFEST\_DIR ?= "/yocto/spdx/fossology/xxx"  
INHERIT += "spdx"

## ② Setup Yocto Build Environment

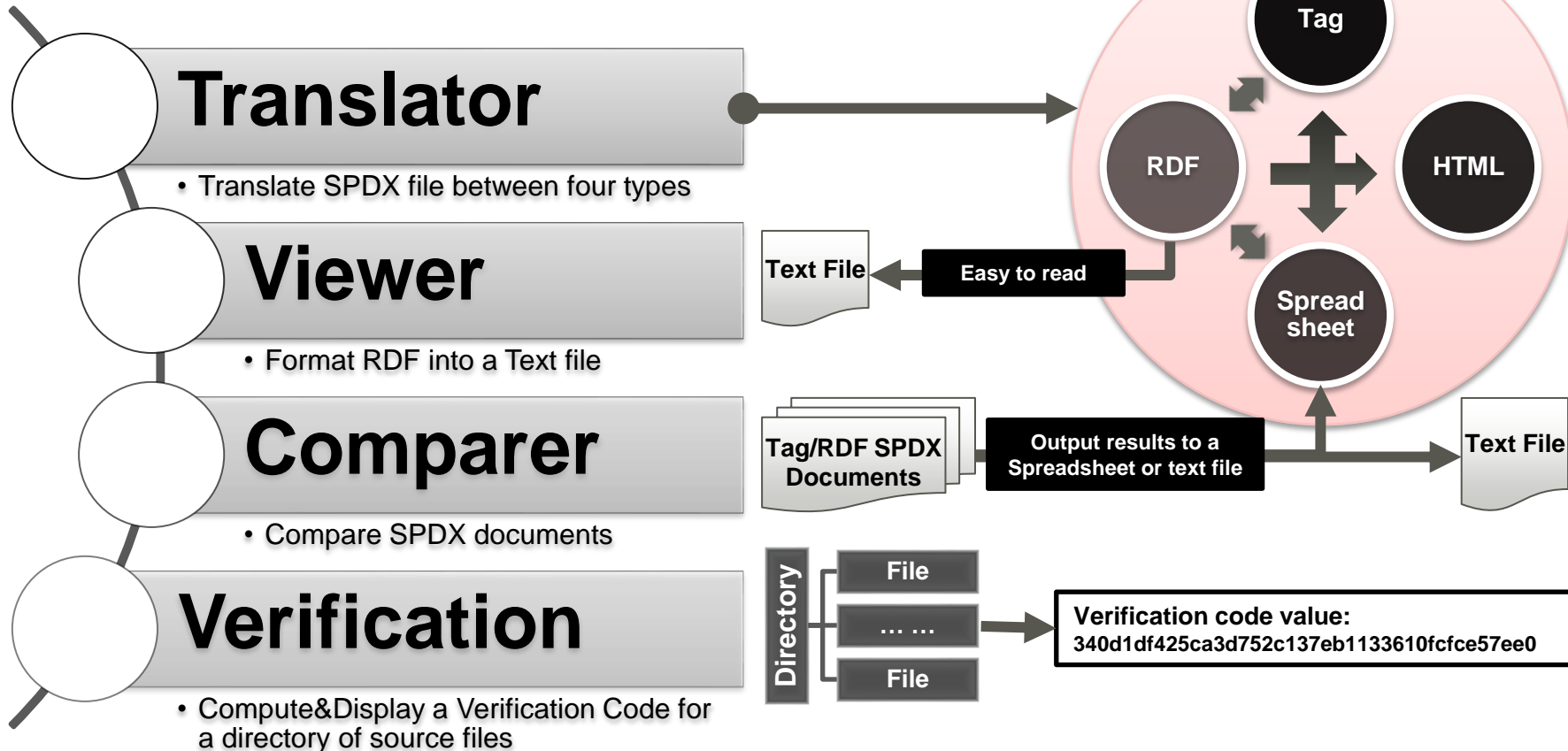
- # cd [yocto\_dir]
- # source oe-init-build-env [build\_dir]

## ① Start FOSSology Service

- # sudo /etc/init.d/fossology start



## • Using the SPDX Workgroup TOOLS



### Obtain detail from

- [http://spdx.org/sites/spdx/files/spdx\\_tools-draft-20140314.pdf](http://spdx.org/sites/spdx/files/spdx_tools-draft-20140314.pdf)
- <http://spdx.org/sites/spdx/files/SPDXTools-v2.0.0.zip>

# Contribution to Yocto+SPDX Project




- What we have done
- Plan of Next-step

# What we have done(1/2)

- Yocto+SPDX is not compliant with SPDX Specification.

No.	Section	Field	Mandatory	Already in Yocto+SPDX	Compliance With SPDX-1.2	Need to be fixed
1	SPDX Document Information	SPDX Version	Yes	Yes	No	Yes
2		Data License	Yes	Yes	Yes	No
3		Document Comment	No	Yes	Yes	No
4	Creation Information	Creator	Yes	Yes	No	Yes
5		Created	Yes	Yes	Yes	No
6		Creator Comment	No	Yes	Yes	No
7		License List Version	No	No	Unknown	No
8	Package Information	Package Name	Yes	Yes	Yes	No
9		Package Version	No	Yes	Yes	No
10		Package File Name	No	Yes	Yes	No
11		Package Supplier	No	Yes	Yes	No
12		Package Originator	No	Yes	Yes	No
13		Package Download Location	Yes	Yes	No	Yes
14		Package Verification Code	Yes	Yes	Yes	No
15		Package Checksum	No	Yes	Yes	No
16		Package Home Page	No	No	Unknown	No
17		Source Information	No	No	Unknown	No
18		Concluded License	Yes	Yes	Yes	No
19		All Licenses Information from Files	Yes	Yes	No	Yes
20		Declared License	Yes	Yes	No	Yes
21		Comments on License	No	No	Unknown	No
22		Copyright Text	Yes	Yes	Yes	No
23		Package Summary Description	No	Yes	No	Yes
24		Package Detailed Description	No	Yes	Yes	No
25	Other Licensing Information Detected	Identifier Assigned	Conditional	No	No	Yes
26		Extracted Text	Conditional	No	No	Yes
27		License Name	Conditional	No	No	Yes
28		License Cross Reference	No	No	Unknown	No
29		License Comment	No	No	Unknown	No
30	File Information	File Name	Yes	Yes	Yes	No
31		File Type	No	Yes	Yes	No
32		File Checksum	Yes	Yes	Yes	No
33		Concluded License	Yes	Yes	Yes	No
34		License Information in File	Yes	Yes	Yes	No
35		Comments on License	No	No	Unknown	No
36		Copyright Text	Yes	Yes	Yes	No
37		Artifact of Project Name	No	No	Unknown	No
38		Artifact of Project Homepage	No	No	Unknown	No
39		Artifact of Project Uniform Resource Identifier	No	No	Unknown	No
40		File Comment	No	No	Unknown	No
41		File Notice	No	No	Unknown	No
42		File Contributor	No	No	Unknown	No
43		File Dependencies	No	No	Unknown	No
44	Review Information	Reviewer	No	No	Yes	No
45		Review Date	Conditional	No	Unknown	No
46		Review Comment	No	No	Yes	No

## • Make Yocto+SPDX be compliant with SPDX-1.2 Specification

发件人:  openembedded-core-bounces@lists.openembedded.org 代表  Lei, Maohui <leimaohui@cn.fujitsu.com>  
收件人:  openembedded-core@lists.openembedded.org  
抄送:  
主题: Re: [OE-core] [oe-core][PATCH 1/2] sdx: Provide sdx file that meet SPDX 1.2 Version Specification

Hi all

Sorry, commit log is too simple.

These two patches aim to make the sdx file meet the SPDX 1.2 Version Specification. The main changes are:

1. use "curl" command instead of "wget" when get sdx file from FOSSologySPDX instance server.

Before apply these patches, the command is :

```
wget -q0 - --no-check-certificate --timeout=0 --post-file=xxx/yyy/zzz.tar.gz http://localhost/?mod=sdx\_license\_once&noCopyright=\${FOSS\_COPYRIGHT}&recursiveUnpack=\${FOSS\_RECURSIVE\_UNPACK}
```

After apply these patches, the command is :

```
curl http://127.0.0.1/repo/ --no-proxy 127.0.0.1 -k -F "mod=sdx_license_once" -F "noCopyright=false" -F "jsonOutput=false" -F "fullSPDXFlag=true" -F "file=@ xxx/yyy/zzz.tar.gz" -o xxx/yyy/zzz.sdx
```

Because if use "wget" command, the Mandatory fields of the SPDX Specification such as the following can't be obtained.

- 1) PackageLicenseInfoFromFiles(Package Information)
- 2) PackageLicenseDeclared(Package Information)
- 3) LicenseID(License Information)
- 4) ExtractedText(License Information)
- 5) LicenseName(License Information)

2. In order to avoid the SPDX\_S be polluted in the rebuild, I make \${WORKDIR}/\${SPDX\_TEMP\_DIR} to save the source after do\_patch.

3. In addition, this patch add some more info that meet the SPDX 1.2 Version Specification.

After apply this patch, users only have to add " INHERIT += "sdx" in the local.conf file, they can get sdx file that meet the SPDX 1.2 Version Specification.

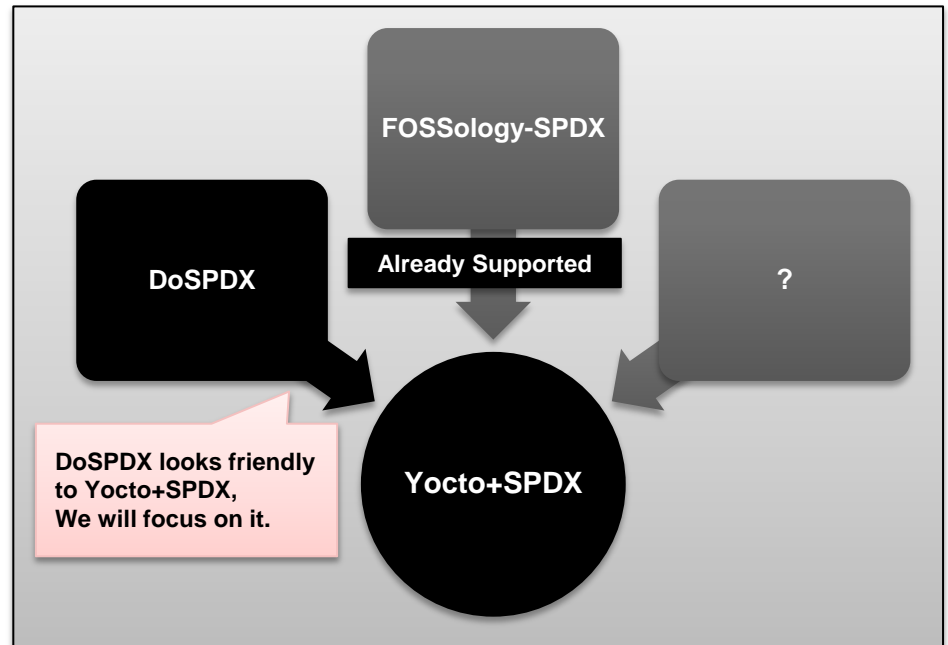
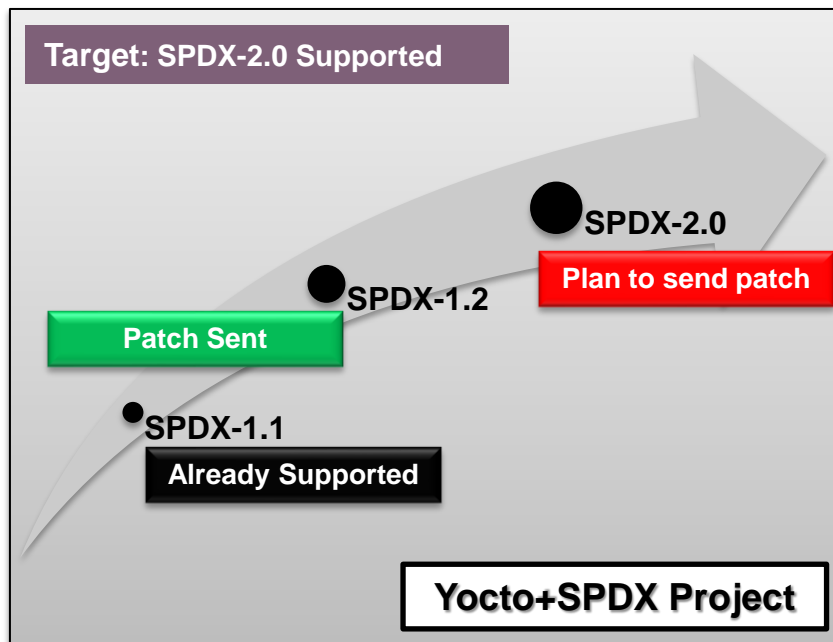
Cheers

- **This Patch has not been merged into mainline tree. But already been used by some people or company.**



# Plan of Next-step(1/3)

- SPDX-2.0 supported
- Other SPDX implementations supported



Obtain detail from

- <https://github.com/spdx-tools/DoSPDX>
- <https://github.com/spdx-tools/SPDXDash>
- <https://github.com/spdx-tools/SPDXDash/blob/master/SPDX%20Tooling.pptx>

# Plan of Next-step(2/3)

- Toaster is a web-based interface to OpenEmbedded and BitBake. It is a replacement for Hob.
- Be merged into Toaster

The screenshot displays the Yocto Project Toaster web interface. At the top, the header includes the 'yocto PROJECT' logo, the word 'Toaster', a 'Toaster manual' link, and buttons for 'new project', 'new build', and 'belen'. Below the header, a breadcrumb trail shows 'All projects' leading to 'Client project X'. The main content area is titled 'Client project x (16 builds)' and features a 'Build' button. The interface is divided into four panels: 'Layers (4)' with a list of layers (openembedded-core, meta-intel, meta-minnow, meta-yocto-bsp) and a 'Distro layer' section (meta-yocto, Distro: poky); 'Machine' with a list of machines (minnow) and 'Targets (2)' (core-image-minimal, core-image-sato); 'Variables' with a list of variables (VARIABLE: value); and 'SPDX' with a list of options (VERSION: SPDX-1.2, SERVER: http://localhost/, and four OPTION: Value entries). A callout box points to the 'SPDX' section with the text 'Specify SPDX Version and setup environment'. A second 'Build' button is located at the bottom right of the interface.

yocto PROJECT Toaster

Toaster manual ( new project new build belen )

All projects → Client project X

Client project x (16 builds) Build

**Layers (4)** add

- openembedded-core
- meta-intel
- meta-minnow delete
- meta-yocto-bsp

**Distro layer**

- meta-yocto change

Distro

poky

**Machine**

- minnow change

**Targets (2)** add

- core-image-minimal
- core-image-sato

**Variables**

- VARIABLE: value
- VARIABLE: value
- VARIABLE: value
- VARIABLE: value
- VARIABLE: value
- VARIABLE: value
- VARIABLE: value

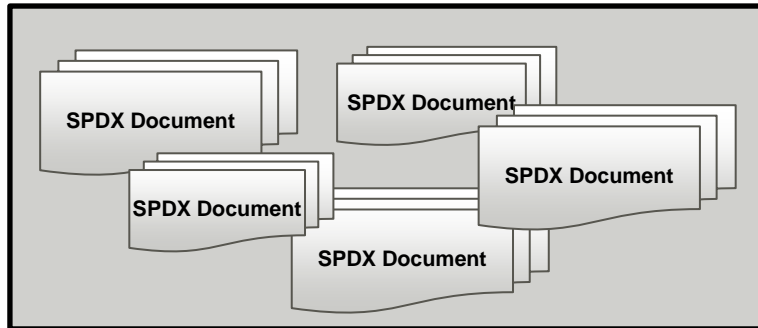
**SPDX**

- VERSION
- SERVER
- OPTION
- OPTION: Value
- OPTION: Value
- OPTION: Value
- OPTION: Value

Specify SPDX Version and setup environment

Build

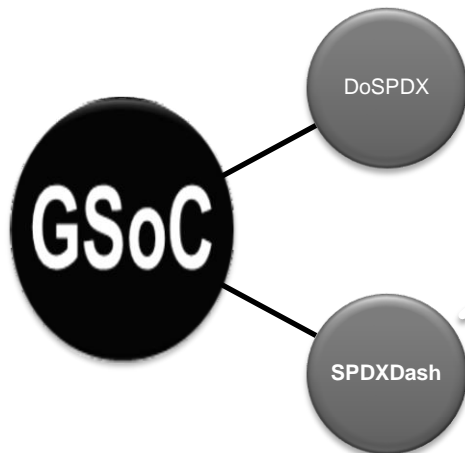
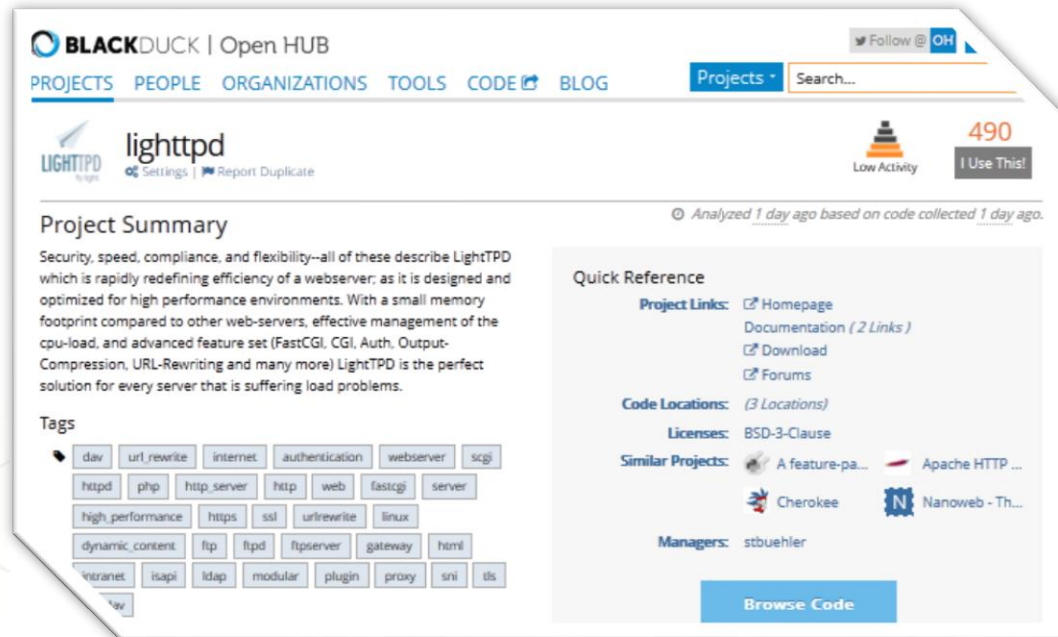
## • Web-style SPDX File Management



**We have so many SPDX documents  
How to maintain them?**



**A Web-style management such as  
OpenHUB looks like good.**



**Nice!!!**

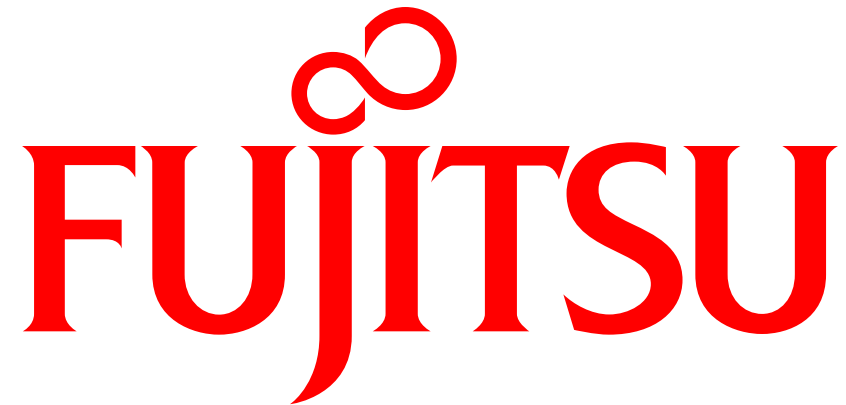
**There is a OSS project named GSoC including component  
DoSPDX and SPDXDash.**

**SPDXDash is a Web-style SPDX File management!**

**Obtain detail from**

- <https://www.openhub.net>
- <https://github.com/spdx-tools/SPDXDash>

# Any Questions?



shaping tomorrow with you